

each element encountered between the Tap and the Show Node. When the Scatter Agent arrives at the Show Node, a check is made to determine if additional child signal paths radiate from the Show Node, step 466. If additional child paths are present, the Scatter Agent traverses each child path according to steps 452 through 464. Data contained in the Agent's buffer is decoded and 5 passed to appropriate Renderers to produce output to the viewer, step 468.

Resources 362 are used by the Show Graph 340 to present a show to a viewer. As described above, a Media Server 338 provides a client 336 with both a Show Graph 340 and its associated Table of Contents 344. The client 336, using its benchmarker routine 382, determines the current processing power of the client. These metrics are used as parameters by the 10 Renderers 384 to determine the highest quality Resources 362 listed in the Table of Contents that the client 336 is capable of presenting to the viewer. The client 336 also reads the Table of Contents 344 and examines its own memory to determine which resources of the show are already resident on the client 336.

Fig. 11 presents one embodiment of a process utilizing the system for calculating a client's benchmark metrics and using the calculated data to render the most detailed resources possible. The Benchmark examines the system clock, step 470. The Benchmark performs a vertex transformation using a 3D Renderer, step 472. When the vertex transformation is complete, the system clock is again examined to determine how long the transformation took, step 474. This clock measurement is also used to begin timing of a graphics fill rate test whereby 20 the 3D Renderer performs a graphics fill on a set of triangles and loads a series of texture maps, step 476. The system clock is again examined to determine the length of time taken by the calculation, step 478. The Benchmark receives the results from the 3D Renderer, step 480.